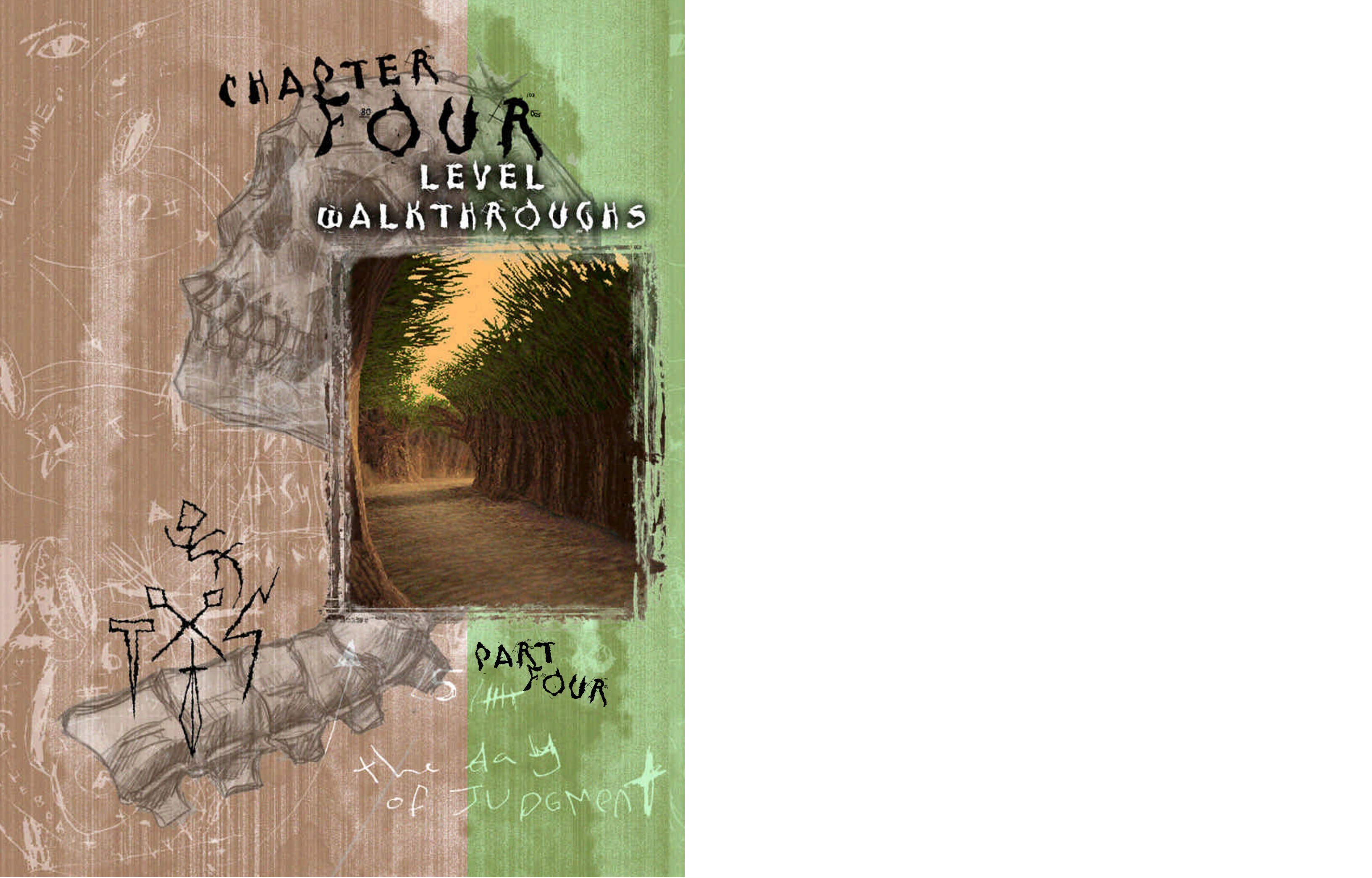


CHAPTER
FOUR
LEVEL
WALKTHROUGHS



PART
FOUR

the day
of JUDGMENT



CLEAN UP PHASE 3

UNDERCITY

CLEANING UP DARK-SOULS, PHASE THREE

When you're finished in the Nager Temple, it's time for another round of Govi clean-up! Re-explore the areas you've visited before but were unable to access due to lack of proper enhancements. Find as many Govi as you can, and look for the Cadeaux while you're at it. Many Dark-Souls will open up before you now:

Deadside: Wasteland — Temple of Life: One opposite back door entrance.

Deadside: Temple of Fire (Toucher): One in lava beyond the ziggurat. One after draining lava and using Baton.



Deadside: Asylum — Lavaducts: Three in hot lava pits (which will raise you to Shadow Level 9!). One beyond swim lava.

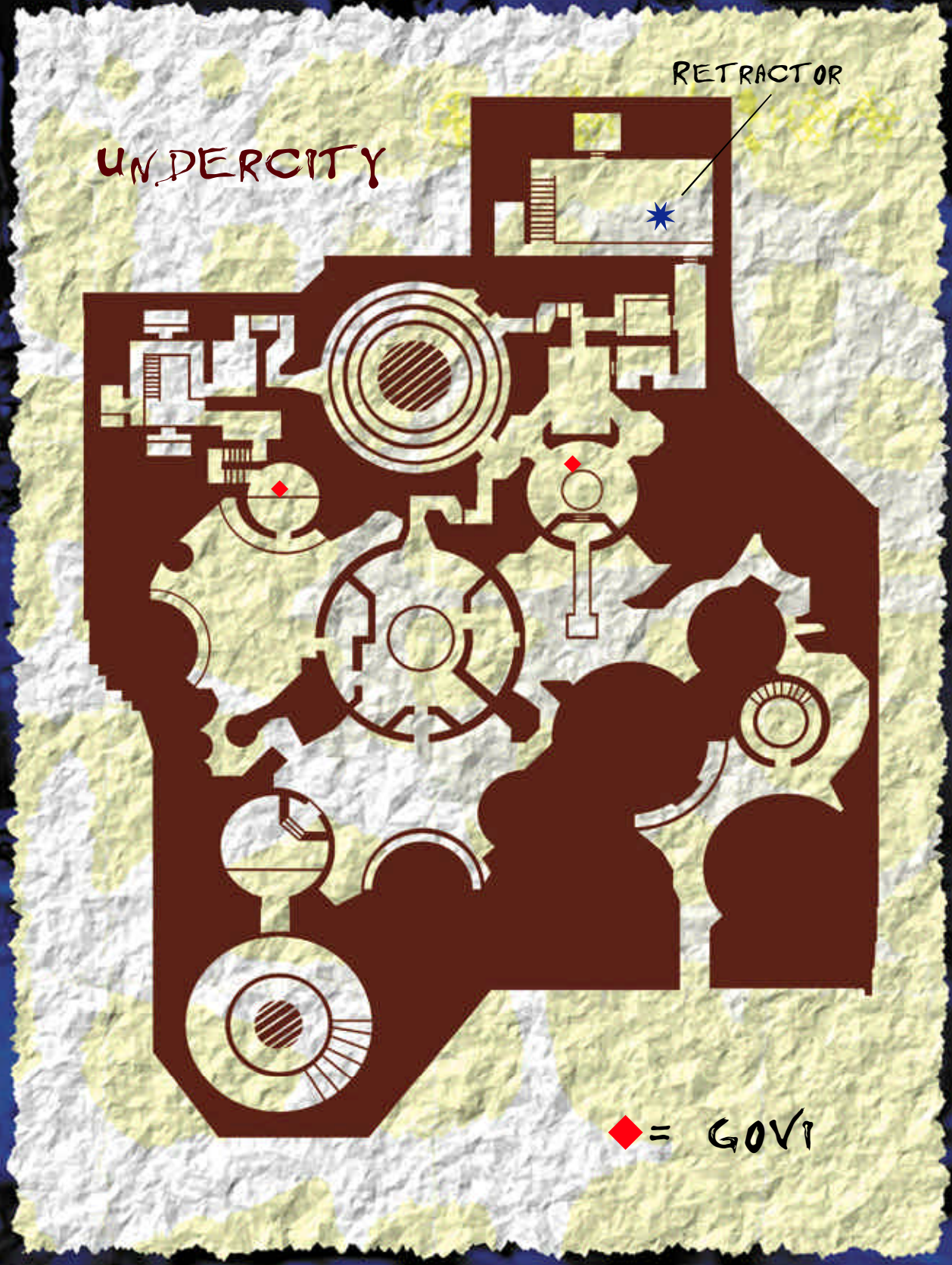
Once you have found the remaining four Dark-Souls in the Lavaducts and reached Shadow Level 9, it's time to revisit the Paths of Shadow and find that Level 9 Coffin Gate that has eluded you thus far. Show the world who's Master of Deadside and pass on through ...

IN THIS SECTION, YOU SHOULD HAVE:

- Collected 7 Dark-Souls on various levels
- Went up to Shadow Level 9 (95 Dark-Souls)

Shadow Level 9, Total Dark Souls = 96, Poigne, Gad Toucher, Gad Marcher, Gad Nager, Liveside Eclipsed

FIRST ENCOUNTERED - SHADOW LEVEL 09 - MINIMUM 95 DARK-SOULS



ANECDOTE FROM ACCLAIM STUDIOS TEESSIDE

The main musical instrument used in the Playrooms background music was played on a child's xylophone.

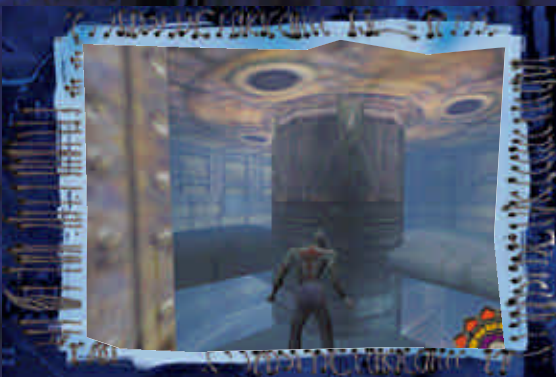
ANECDOTE FROM ACCLAIM STUDIOS TEESSIDE

The London Underground background audio contains elements of the traditional composition "English Country Garden".

After you've gathered enough Govi to reach Shadow Level 9 (95 Dark-Souls required), you'll want to go back to the Prophecy Chamber and open the Level 9 Coffin Gate found there. This leads you to the Asylum Undercity.



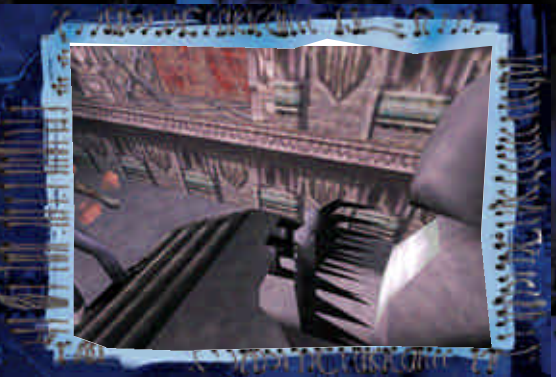
There are a total of three Dark-Souls to be found on this level, but more importantly, you'll want to locate the third Retractor, which you will need to open up Jack's Schism Gate. The Retractor is beyond the second giant round turbine chamber (with the giant rotating platforms).



When you enter this second chamber (via the tunnel leading from the first giant turbine chamber), take the first exit on the right. Follow this tunnel and make the first left turn. You should now



be in a Control Room - exit via the door and turn left, go through the door in front of you and you're in the Retractor area.



The three Dark-Souls are easily found, as well. Beyond the wire fence in the circular tower to the right of the "Teddy Bear Memory point" is the first. You can access it through the tunnels under the rotating Blades beyond the second "giant turbine chamber". As for the second Dark-Soul, when entering the second giant turbine chamber from the first chamber, take the first left exit and move through the "cathedral" area.



You should arrive at a circular room containing the second Govi. The third Dark-Soul should be obvious — it's in the True Form at the end of the level.

You can technically complete the game from this point forward (actually the moment you're at Level 9 and have the third Retractor you can do it), so let's do it and collect a few Dark-Souls en route.

Travel back to the Cathedral of



Pain and find Jack's Schism Gate. Whip out that handy Retractor and plunge into the torso of that hanging corpse! Get your passport ready, Shadow Man, you're heading to the London Underground!

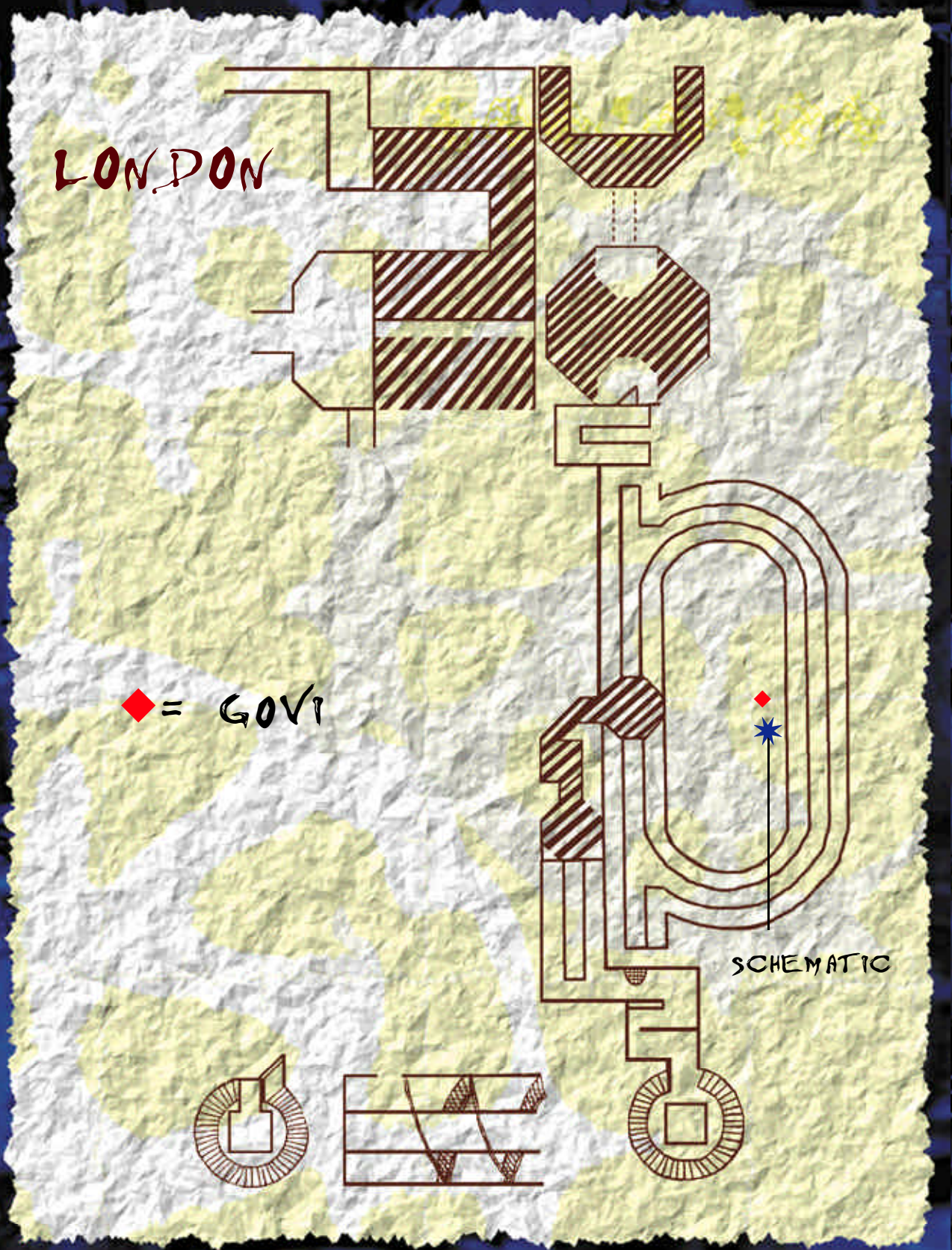
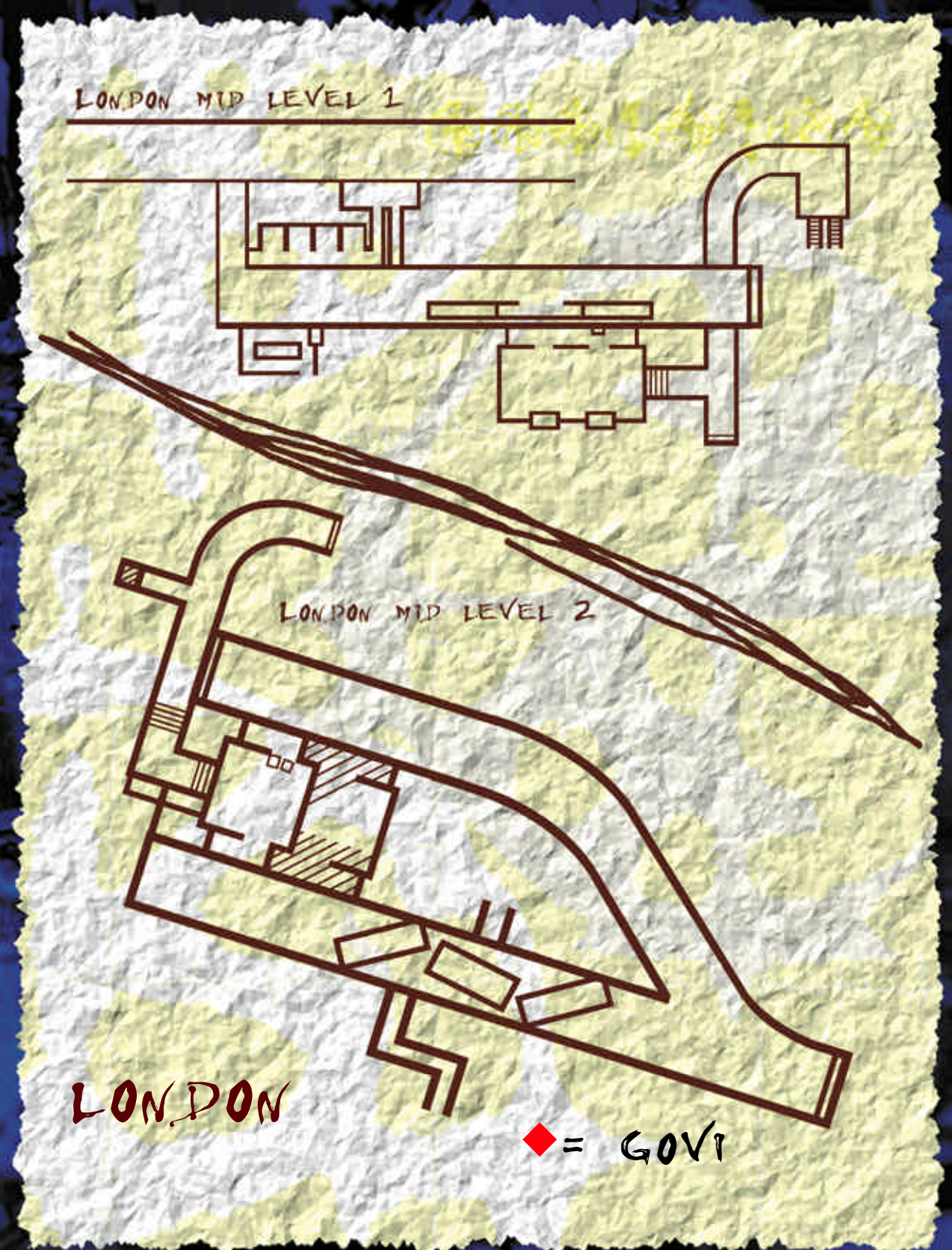
IN THIS SECTION, YOU SHOULD HAVE:
 Collected 3rd Retractor
 Collected 3 Dark-Souls
 Shadow Level 9,
 Total Dark Souls = 99,
 Poigne, Gad Toucher, Gad Marcher,
 Gad Nager, Liveside Eclipsed

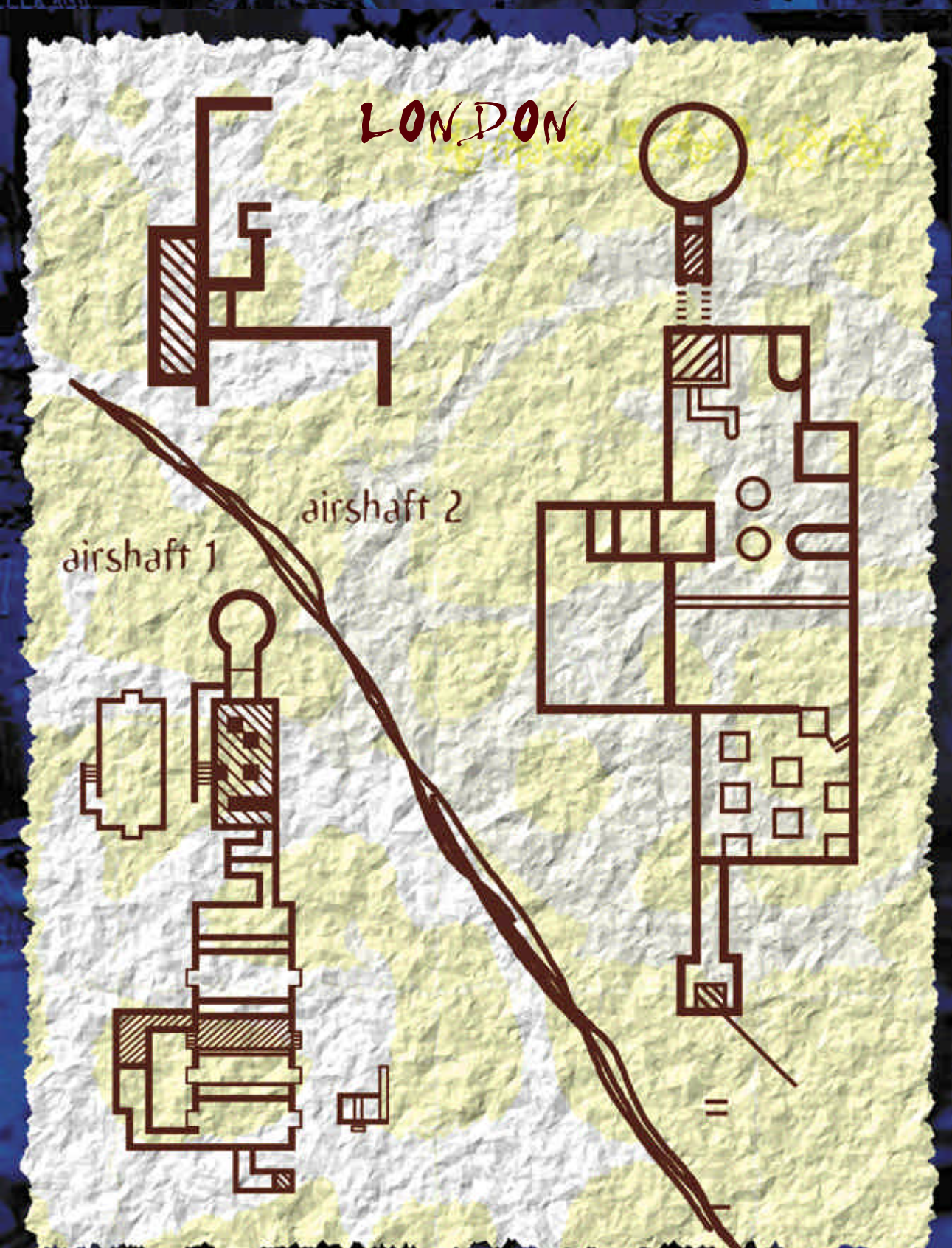
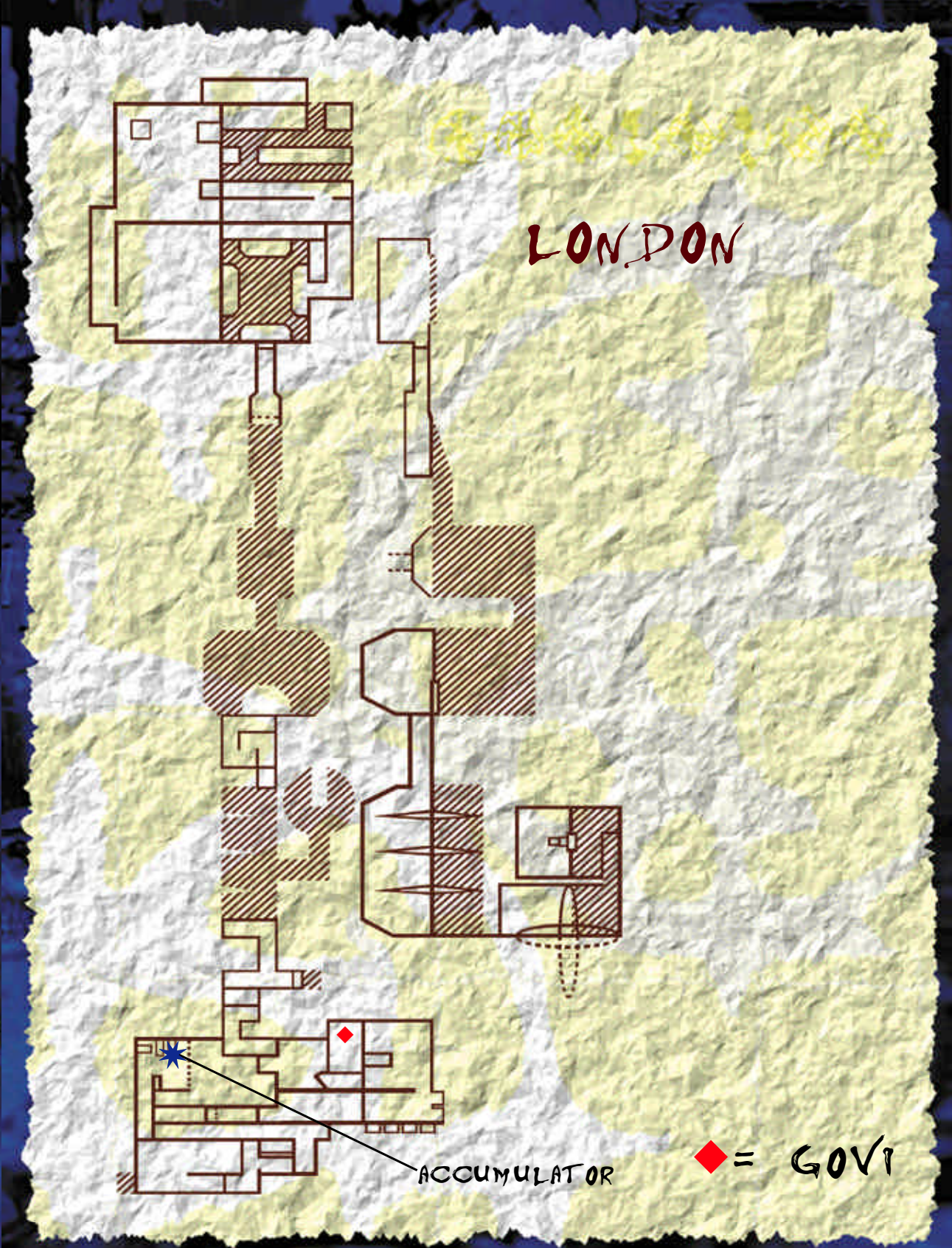
TIPS FROM THE SHADOWMASTER

STRAFING — Most enemies will attack the moment they see you. If you'd rather not help them work through their hostile, aggressive feelings, try circle-strafing. These brain surgeons can't seem to figure that maneuver out.

ANECDOTE FROM ACCLAIM STUDIOS TEESIDE

Study every word of Nettie's File. It gives clues as to what may come after Shadow Man!





To enter into the London Underground, you'll first have to visit the Cathedral of Pain, and plunge the Retractor into Jack's Schism Gate.



ral staircase. Continue on until you reach what looks to be an underground subway station, which it is. It's the Down Street Station in London, actually.



have a number of options. To the right is a path leading down, and straight ahead is a fenced walkway which will collapse when you walk on it, dropping you down into a pack of dogs. Get shootin' and head through the door at the far right corner. This will bring you up to the path you previously ignored to come crashing through the floor. Now that you can see the true path to the other side, get your butt movin'. Vault past the puppies that sit in the mini-moat, and continue on to the next watery passage.

fooled — this is a completely new area! To your left and right are stacks of crates, which shatter when shot. Shoot the ones to the right and gather the Cadeaux in the train. Now clear the way to the left and follow the train tunnel. You'll quickly come upon a boarded-up path to the right. Forget that for a minute and keep going. You'll find some goodies down at the end if you look. When you're done, come back to the boarded-up area and blast your way through.

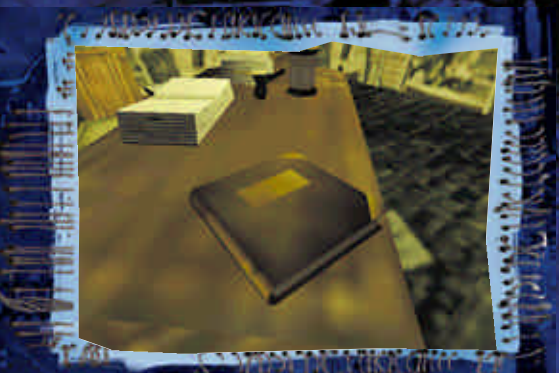


Prepare yourself for the rush of dogs that await you past the bathrooms. Dispense of them and keep going until you come across a dilapidated out-of-commission train. Gather the Cadeaux and look for the exit on the other end. It's awfully dark down here, so you might want to break out the flashlight you may have found in Milton Pike's area (hint, hint) for illumination. Further on is a door. Take that and follow the path to the left. Eventually you'll come to a large wooden crate. Push that aside to reveal a secret passage.



When you arrive in Jack's chamber, look around on his desk and you'll find Jack's Journal. Inside is a wealth of information that will grant you insight to the workings behind the mystery of Deadside. It will also explain the intricacies of the Engine Block.

Climb aboard the choo-choo and grab any items you see. Continue through the door on the other side, and look for the door on the left. Inside is another cylindrical tower. Do the duty and drop down the hole into a comfy area filled with flies and rats. Time for a swim. When you come out of the drink (don't drink the water!) you'll be in an area reminiscent of the Cageways. By now your exploration skills are probably kicking into overdrive, but your veterinarian skills are not. That said, when you're rushed by the pack of dogs, shoot 'em dead! Shimmy along the wall by the ramp to the next level. A hop to the pipe and another to the next ledge will bring you to the stack of crates on the other side of the room. Back-jump to the crate and head in the door. Prepare to blast a pack of pooches, and then look for the locked door. Blast the lock and keep going. Look for another boarded-up doorway. (You know what to do!) The next door



Continue on through the small door and you'll come to an underground sewer. Under the water is a tunnel that leads to another sewer. Follow that until you emerge into a rat infested area. This will lead you to a giant spi-

Nearby are some ammo barrels, so grab what you need and head into the crate passage. You'll soon come to a large cylindrical tower. Inside is a podium of sorts with a square hole in the center. Be a good lad and drop down inside. Here, as usual, you'll

Jump in and swim onwards until you find the next place to surface. Climb out and pull the switch that awaits you, because that's what switches are for! You'll see a door slide open (guarded by a dead-dog). Teach that dog a lesson and go through the door that says "KEEP CLEAR". This is actually an elevator, so turn around and push the button.



When you come out, it will resemble the familiar subway tunnels you had recently been searching, but don't be

is actually another elevator, which you'll exit from the opposite side. Again, a few options for you. We'll make it easy and offer this suggestion: keep going straight and throw the switch. You can now go through the door to the left of the switch or you can go down the path to the left of where you entered. The path to the left of where you came in will put you face-to-face with a pack of dogs in a small space, so take the route to the left of the switch. Cross the bridge and continue through the next room, filled



with veiled corpses and flies. The next door leads you to a bedroom, complete with a gruesome body under a blanket. Continue on to the next area, soldier, where you'll pick up another Accumulator. Lucky guy! Move on and continue up the catwalk, which will lead you to another set of choices. You can either take the elevator to the left or you can swim in the greenish spew that constitutes a pool. If you choose the green pool, be mindful of the spinning blades, please! Of course, there are choices within choices, requiring the sharp-eyed to locate



the tunnel to the left. There is a switch to be pulled which stops the blades from spinning!



Head back out and go up either the elevator or the tunnel on the far end of the pool. For the sake of consistency, take the tunnel at the end of the pool. Swim onward until you surface into another passage. Walk through the next door and you'll come face-to-face with Jack the Ripper.

This homicidal pain-in-the-rump will continually drop down from the ceiling and attack you with hurtful hits you've never quite felt before. Unfortunately, this kind of treatment gets extremely old extremely quick. You'll have to get used to the timing of his attacks. Backwards jumping and



rolls to the side will help keep him off your tail. As far as your offense is concerned, the Baton works well on him, since the Shadowgun is a little too weak to quickly put him away. You'll want this battle over with as fast as possible, so keep at him with the Baton, and when you see him change



into his True-Form, you'll know you're close to beating him. When he finally doubles over on his knees, finish him with the Shadowgun. You'll receive a



Prism for your efforts and another Dark-Soul. Continue searching until you find the Soul-Gate, which is handi-

ly referenced to in the pages of Jack's Journal. Plug the Prism you swiped from Jack into the podium and enter the strange contraption. Mission accomplished. When you return, you'll find yourself in a previously unseen area of the Asylum's Dark Engine.

IN THIS SECTION, YOU SHOULD HAVE:

- Collected Jack's Journal
- Defeated Jack, taken his Dark Soul and Prism
- Opened Soul-Gate beyond Jack using Prism
- Shadow Level 9,
- Total Dark Souls = 100,
- Poigne, Gad Toucher, Gad Marcher, Gad Nager, Liveside Eclipsed

TIPS FROM THE SHADOWMASTER

MILTON T. PIKE — For some reason, Milton can't stand to be near you. Use this strange personality quirk to your advantage. (Hey, wait, is it my breath?)

ANECDOTE FROM ACCLAIM STUDIOS TEESSIDE

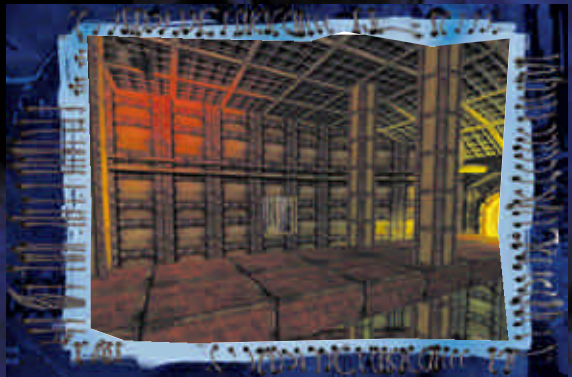
The London Underground level is in fact based upon the real disused Down Street station in London. Down Street was closed down in 1938 and was then used as war rooms by Winston Churchill during World War II. As well as allowing us to visit the station, the kind people at London Transport provided us with a vast amount of reference material so that we could make everything in the level as authentic as possible. Even the map of the rail network that appears on the walls is the actual one from 1937...

ENGINE BLOCK 2

QUEENS, NY

FIRST ENCOUNTERED - SHADOW LEVEL 09 - MINIMUM 95 DARK-SOULS

When you come out in this strange area of the Asylum, you'll see a door to the right of the large ramp you're standing on. Head down the ramp, kill the lingering snipers and look for the lock-box to the left. This will open the door. Beyond the lock-box is a door that presently can't be opened. To the right of the ramp is another area with a locked door. Your next move would be to jump across to the door by the ramp since it's the only place you can get to right now. You'll come out into a large fenced-in area. Shoot the sniper and trigger the lock-box, which will open the door next to it. That door merely leads back to the starting point, so don't bother with it now. Instead, walk over to the flaming pipes on your right.



This will lead to a couple of snipers and a tunnel. The tunnel leads to a gate on the left and a path on the right. Take the right path to next room. You'll come out on top of a cage holding a True-Form beast inside.

Peg the snipers and pull the switch down below. Make quick work of the monster that stomps out of his cage. Grab the Dark-Soul and search the cage for more goodies. Afterwards, head through the door at the other end. More pals await. Keep in mind that the Baton makes short work of

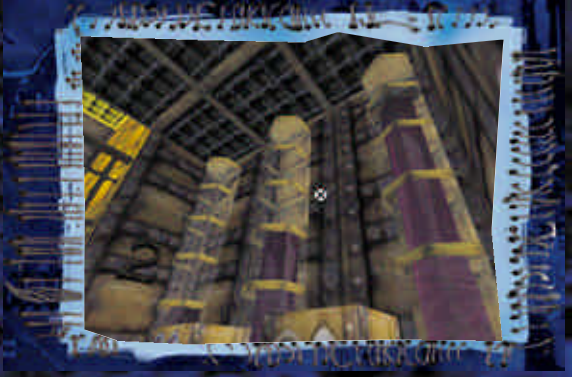


these big bullies, so don't hesitate putting it to good use. After you're done wasting the next True-Form, head through the door with the small ramp that it leads to. Yet another big-boy and a set of pipes to ascend. Follow the pipes around until you reach the entrance near the ceiling. When you get to the brightly lit yellow room, there's a locked door to the left and an open one to the right. Go to the right and you'll find yourself by Engine Block Console Room # 2. Time to look at Jack's Journal again! This time the sequence is 1, 2, 4. Use the Engineer's Key to get it done. This will cause piston # 2 to cease and desist in the Engine Block room.

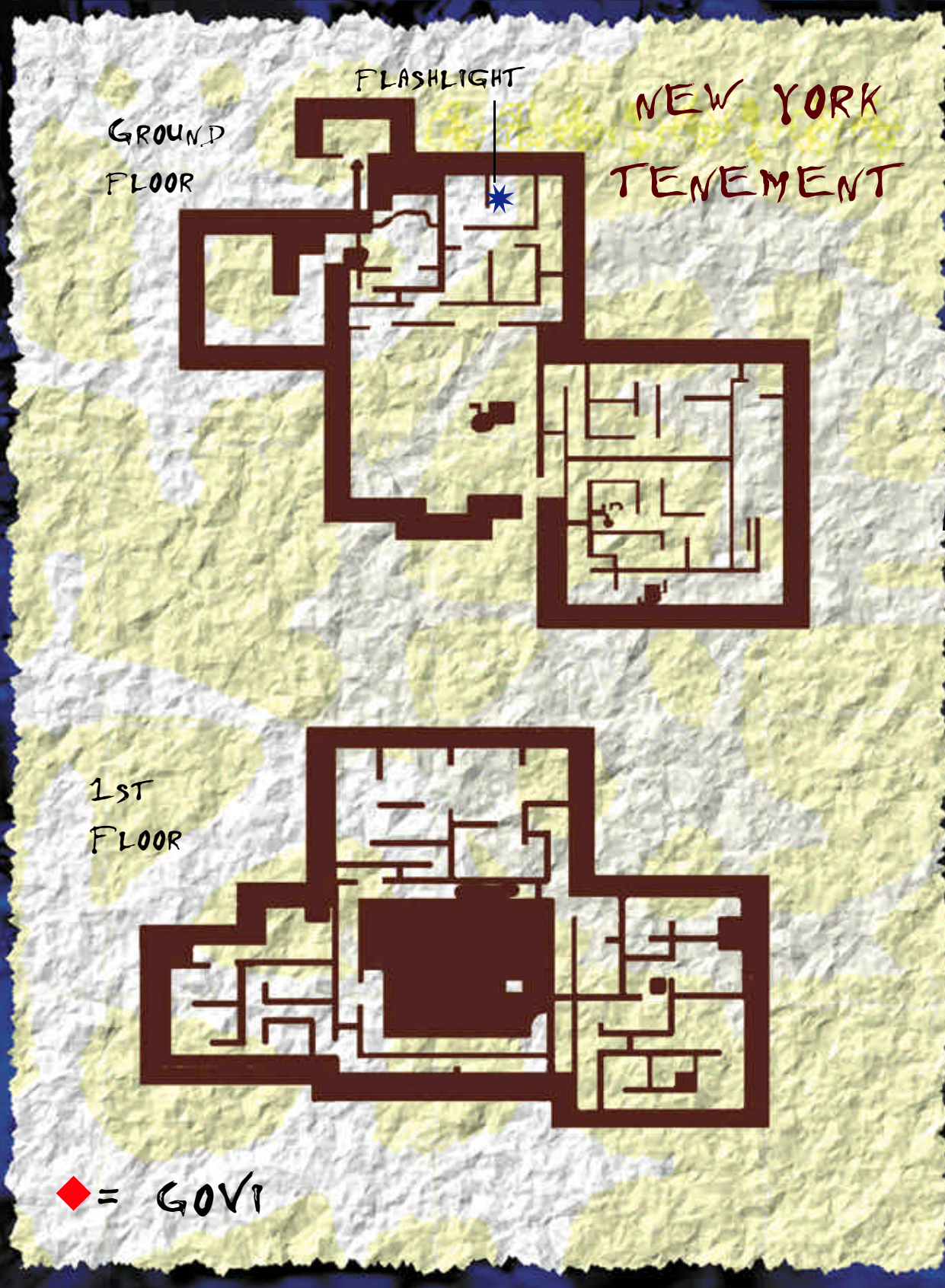


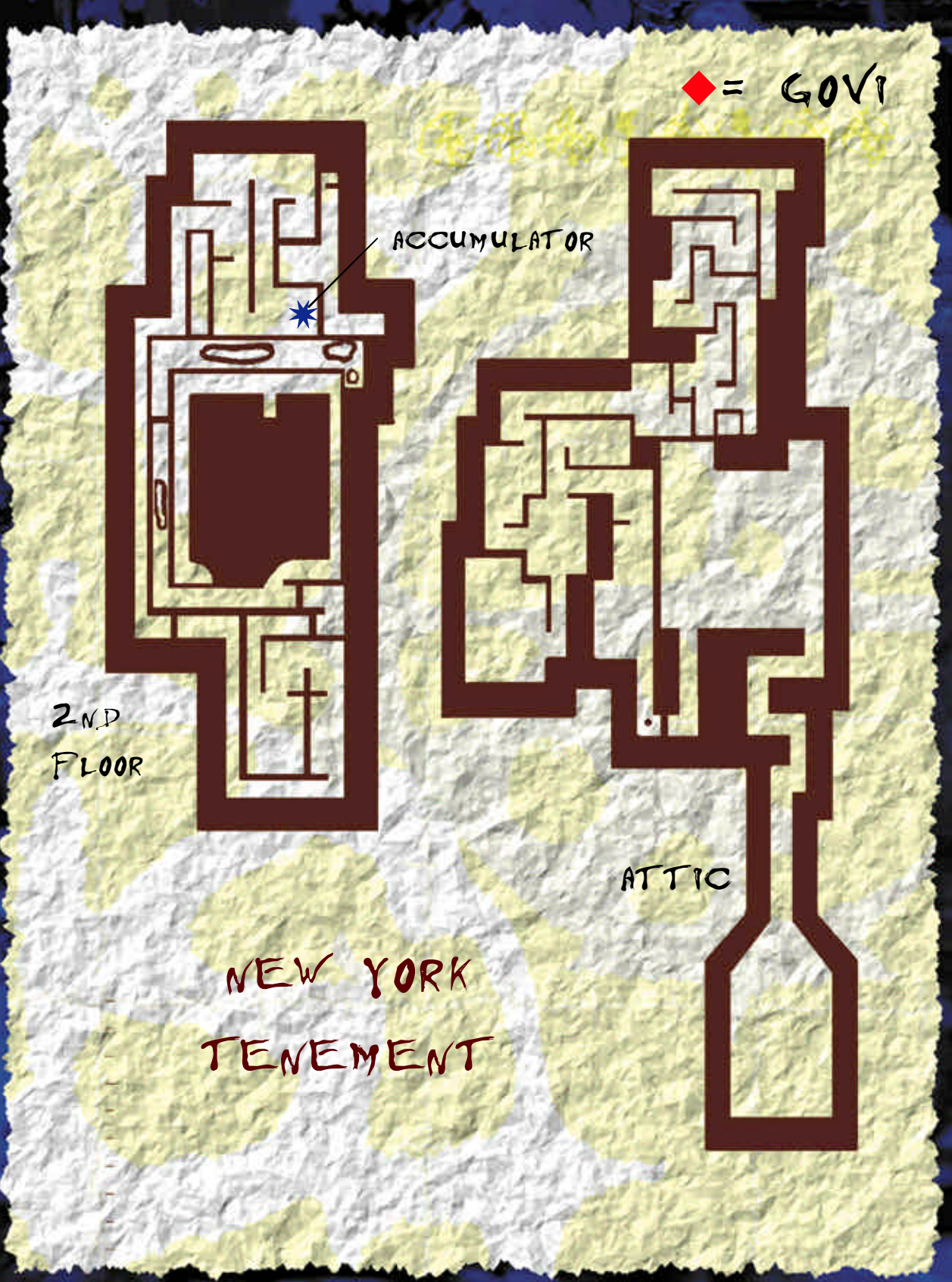
It is now time to visit Mordant Street in Queens and face the Serial Killer threat of the Birdman, Avery Marx. So pack your things and get headed back to the Cathedral of Pain.

IN THIS SECTION, YOU SHOULD HAVE:
-Collected 3 Dark-Souls
-Stopped the second engine piston with the combination "1 2 4"
Shadow Level 9,
Total Dark Souls = 103, Poigne, Gad Toucher, Gad Marcher, Gad Nager, Liveside Eclipsed



FIRST ENCOUNTERED - SHADOW LEVEL 09 - MINIMUM 95 DARK-SOULS

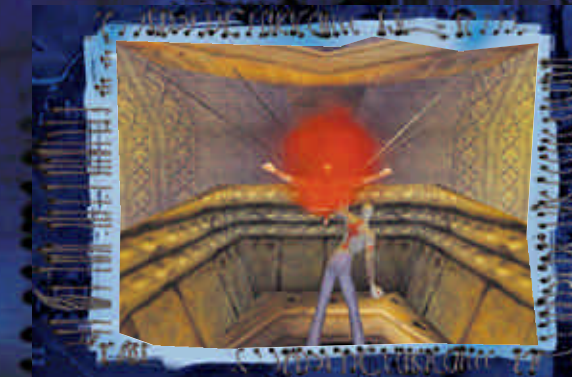




To enter into the Mordant Street tenement, you must first visit the Cathedral of Pain and use a Retractor upon Avery's Schism Gate.



hallways and doorways, so to tell you which way to go first is really unnecessary. What you need to do first is search every nook and cranny. When Marx pops in for a visit every once in a while, show him how much you care for him and fill him with lead.



In what is easily one of the creepiest levels of the entire game, Shadow Man must navigate a run-down New York tenement in search of Avery Marx (the Birdman). Dead bodies galore litter the house, so don't be surprised if you find a lump in your throat.

That's right; your guns work now. Use this to your advantage and pump him full of metal whenever you get the chance. Eventually you'll find a switch that will activate the elevator. This will lead to several Cadeaux, as well as a number of well-hidden tunnels, but this level is not nearly as vast or as difficult as Jack's. By keeping the Baton and Shadowgun at the ready, blast Avery



When you enter the area, your new buddy will have some words for you before zipping off to an unknown locale. This city tenement has many





lent equalizer. Grab the Prism and Dark-Soul he leaves you, then follow the door to the far left of the Soul-Gate. Plug the Prism in and head through the now-activated gate.

IN THIS SECTION, YOU SHOULD HAVE:
 Used Retractor to open Avery's Schism Gate
 Went into level, Defeated Avery, Taken his Dark-Soul and Prism
 Opened Soul Gate beyond Avery using Prism
 Shadow Level 9,
 Total Dark Souls = 104,
 Poigne, Gad Toucher, Gad Marcher, Gad Nager, Liveside Eclipsed

whenever you see this sick little punk appear.

If he disappears in a cloud of green smoke, keep searching until you find him. Like any good shampoo, repeat as necessary. Strafe him with the Baton, and when he keels over, plug him with the Shadowgun — an excel-

TIPS FROM THE SHADOWMASTER

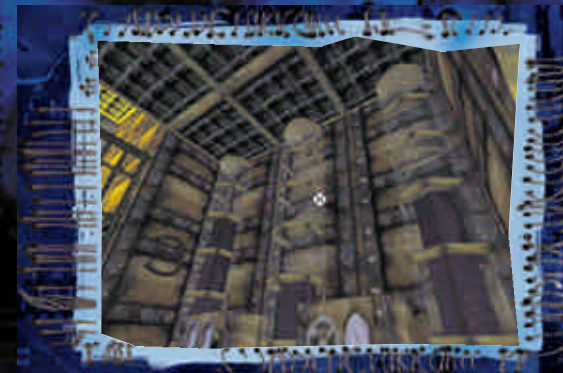
DEATH — Keep in mind that death is sometimes a faster mode of transportation. Hey, being an Immortal Voodoo Warrior should have some perks, no?

TIPS FROM THE SHADOWMASTER

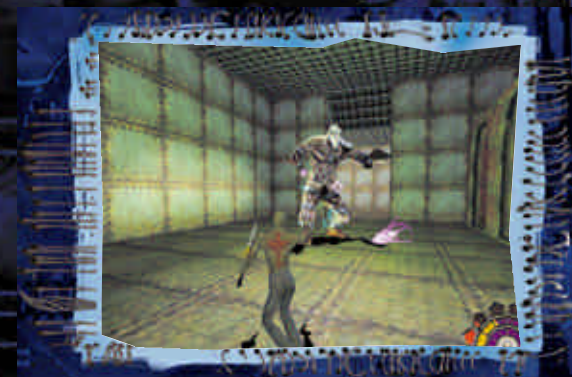
AVERY MARX & MARCO CRUZ — For Avery and Marco, you might want to try the Rambo approach ... but the wiser man will take cover and go for a few well-placed Shadowblasts. Believe us, there's no shame in being a little wussy pansy boy.

FIRST ENCOUNTERED - SHADOW LEVEL 09 - MINIMUM 95 DARK-SOULS

When you appear on the other side, you'll want to dispatch the snipers that wait around for you, while looking for the switch that will open the doors at the far end of the room. You'll have to perform a diagonal jump from the bridge to the wire. There is also a pair of locked doors on either side of the bridge, but don't worry about them for now. Once you pull yourself across, the path to the left leads to a couple of barrels, while the right path offers the real action. Better plan on wasting some big-boys, because that's exactly what you'll be doing. Do yourself a favor and pick off any potential pests from this vantage point while you can, then drop down to the ground level. Break out the Engineer's Key, which will unlock not one, but two, big-ass True-Forms. In case you need Shadow-Power, there



Defeat the children and continue on past another set of doors, until you find yourself in a long passage. From here, you can see the Soul Flumes from either side of the caged walkway. At the far end, on the right, is a tunnel for you to climb into. Follow the tunnel to the next area, where you'll find a few of those large doors you've been seeing, along with one locked and unlocked door. Take the unlocked door to Piston Room # 3. Take a peek at Jack's notes and look for the console code. Or don't and just read the next sentence. 3, 1, 2 is the sequence. Use the Engineer's Key to switch the levels. You've now stopped the third piston in the Engine Room.

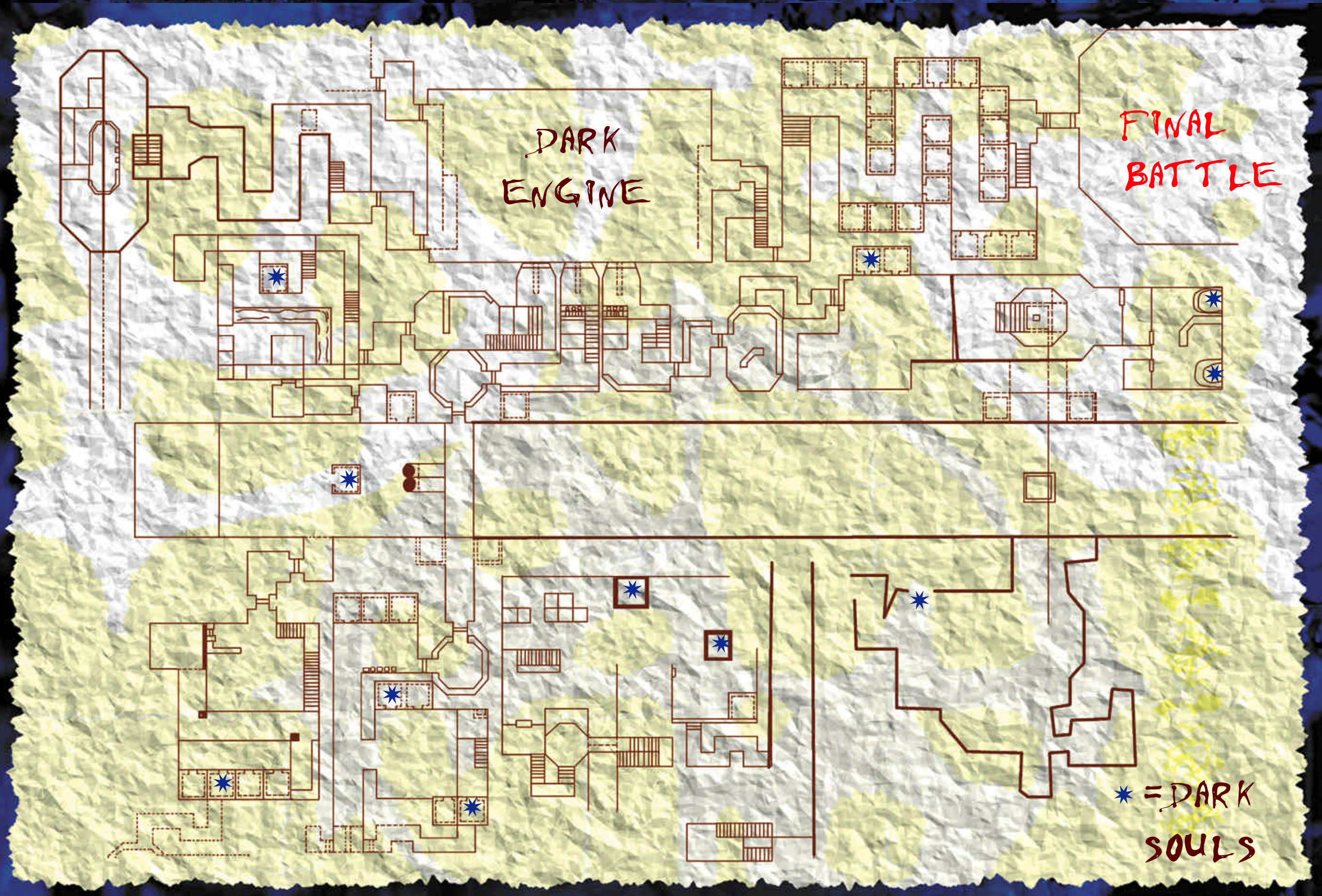


are barrels on top of the structure where you found the lock-box.

IN THIS SECTION, YOU SHOULD HAVE:
 -Collected 2 Dark-Souls from True-Forms
 -Stopped the third engine piston with the combination "3 1 2"
 Shadow Level 9,
 Total Dark Souls = 106,
 Poigne, Gad Toucher, Gad Marcher, Gad Nager, Liveside Eclipsed

ANECDOTE FROM ACCLAIM STUDIOS TEESSIDE
 The design of the Soul Gates in the Serial Killers' lairs are based upon a giant piece of industrial air ducting that was being removed from a demolition site near the Acclaim Studios Teesside's offices.





DARK ENGINE

FINAL BATTLE

* = DARK SOULS

**FIRST ENCOUNTERED
SHADOW LEVEL 09
MINIMUM 95 DARK-SOULS**

If you're truly intent on finishing the entire game and collecting each and every last one of the 120 Dark-Souls, you must first visit and defeat all of the Serial Killers. Assuming you've already beat Avery Marx and Jack the Ripper already, you must visit the Gardelle County Jail in Texas again to face Marco Cruz, Milton T. Pike and the granddaddy of all Serial Killers, Victor Batrachian. This time around, however, you'll have an added edge against Milton and Marco with the Shadow Powers that were brought about by eclipsing Liveside.

NOTE: If you haven't found the Ensigne yet, now might be a good time to locate it. Head back to Deadside: Wasteland, near the Temple of Life, where you'll find it behind a Level 6 Coffin Gate. The Ensigne is a Voodoo-powered shield, which may come in handy in the hard battles ahead. It drains power like a mutha though, so your energy might be better saved for some good offense.

When you go back to meet Milton Pike and Marco Cruz on your own terms (i.e. after Nettie's eclipsed the world, allowing you to use your Shadow-Powers on him), you'll find that these one-dimensional cats are not hep to



the ways of your Baton. Strafe their butts, Voodoo-style, and finish them individually with the Shadowgun. After you waste them both, there's not much else to do except look around.

When you're finished here, you can head back to the Cathedral of Pain and investigate the one last remaining Serial Killer, if you



wish. Find Victor Batrachian's Schism Gate, and plunge the Retractor deep inside it. When you enter Batrachian's lair (the area with the lizard on the door) you'll emerge into some sort of demented art-room. The door at the top-



left corner of the room leads to the courtyard of the Gardelle County Jail where you tangled with some Serial Killers before.

There you'll engage in mortal combat with a helicopter, which is easily dispatched from the relative safety of the doorway you're standing in. Liberal use of the MP-



909 (provided you've been collecting ammo all this time) is a sure-fire way to bring it down without much hassle. Now, look for the room where you tangled with Mr. Pike. If you look around near the back-left corner of the room, you'll find a hole in the wall that leads to a courtyard. At the back you need to look for a device in the wall with a key-card in it. Unfortunately the hand is still attached so don't jump when you see it. Once you've liberated the key-card (and hand) run it through the machine.

Now go to where the helicopter is and run up to the catwalk. The door at the top is now open. On your way there, be mindful of the headless guards (prisoners?) who wake up for another go-around. Batrachian caused their heads to explode through mind-control and now they're looking for aspirin. Unfortunately they're going to try and get it from you (even if it kills you!). Not the best of circumstances by any means, so deal with them as they come. These guys aren't that powerful, but they're unnerving to say the least.



Enter the door by the helicopter and run down the stairs. Inside will be another key-card machine. Do your duty and exit through the now-open door next to you. Head across the courtyard to the door on the opposite corner. Inside you'll see that the gate has opened. Past the gate and to the right is a gymnasium, but there's no time for playing hoops now.

Instead, keep going and look for a glowing red "hole" in the wall. It's more like a ventilation shaft, but for argument's sake we'll call it a hole. If you don't want to do any crawling, you could look for the turbines to the right of it and walk up the stairs. Either way you'll come to another key-card mechanism. Swipe the key-card through the machine, and head out to where you made the right into the gymnasium. Keep going past it and you'll come to another prison courtyard. There's a Schism Gate in the courtyard, but you can't do anything with it yet. Look for the stairs and follow the stairs to another key-card mechanism, which lies past a whole slew of headless bodies. Continue to where the doors opened by the bodies and make your way to an area where you can climb up a level (past the cinema of a poor sap's head exploding).

Get thee to a pool-room and you'll see a hole in the wall. Get the hell out of there and head for



the Schism Gate where you first entered via Milton Pike's location. To the left of that is a deep shaft that has conveniently opened. Drop down and follow the red-lit path.

There are numerous hallways darting off to the left and right ... so don't get lost. Keep looking for key-card machines, and activate every one you find. These will continually open doorway after doorway in sequence.

Your goal at this point is to continue on until you find the remaining (if there are any) Serial Killers and destroy them, unless you've already sent them on their merry way, of course. Victor Batrachian will probably be the last Serial Killer you face ... and



the deadliest. After defeating him, obtain the Prism he leaves you and open the corresponding Soul Gate. This will transport you back to the Engine Block.

Then, assuming you've already shut down the Engine Block with

the appropriate combinations, your final duty is to return to the Engine Block, find the a few left-over Dark-Souls, and destroy Legion and his subsequent True-Form.

NOTE: You'll probably find that defeating Legion and his True-Form goes a lot easier when you have the Violator in hand. So you might want to skip ahead to the next section and find out how to locate this bad boy!

To destroy Legion, follow your dead brother Luke through the halls of the Engine Block. Eventually you'll enter into a large open area reminiscent of a throneroom. Upon the chair will await Luke, and his terrifying secret! (You don't think we're letting that cat out of the bag here, do you?!)



After some haunting conversations with your younger sibling, Legion will appear.

A swordfight ensues, but don't be fooled — if you think you've defeated Legion here, you're probably wrong!



This diabolical menace will soon show his True-Form, and then it's up to you and your arsenal to save the day. Just try and remember what worked well in the past — strafing, dodging and heavy artillery!

Then, after destroying Legion, you'll finally be able to reunite with your dead brother Luke. Or is will you? Things aren't quite as simple as they seem in Deadside. But by now, you know not to be surprised by anything.

IN THIS SECTION, YOU SHOULD HAVE:

- Explored Prison, Collected key card and guns
- Used last Retractor to enter Batrachian's Schism Gate
- Finished Marco, Milton and then Batrachian (3 Dark-Souls)
- Used Batrachian's Prism to open and enter last Soul Gate
- Revisited Asylum — Engine Block Collected 6 Dark-Souls
- Made sure Engine Block has shut down
- Follow Luke through Engine Block Confronted Legion, Discovered secret of Luke, Destroyed Legion and Asylum!!!
- Shadow Level 9,
- Total Dark Souls = 115,
- Poigne, Gad Toucher, Gad Marcher, Gad Nager, Liveside Eclipsed



OBTAINING THE VIOLATOR, CALABASH & BOOK OF SHADOWS

Now that you've "conquered" the world of Deadside, you might wonder what else there is to find. Plenty, actually, if you want to really complete the game. To begin with, there's the Violator to find. To obtain this ultimate weapon, however, you must first locate the five Accumulators hidden within this game. There are three in the Texas Prison level, one in New York, and one in the London Underground. Use them in the Playrooms where the giant, sleeping True-Form lies. The Violator is a nice little weapon with which you can dish out extreme prejudice on Deadside inhabitants. But, unfortunately, it consumes ammo like a family of ten eating Thanksgiving dinner. Be sure to keep this bad boy handy, however, because it's one of the only weapons that will help you in your final battle with Legion.

Secondly, there's the matter of the Calabash. You'll need to be powered up to Shadow Level 9 in order to achieve this rare artifact. You'll find the Calabash (which smashes open all those strange, inscribed Calabash plates in the ground) behind the Shadow Level 9 Coffin Gate in the Temple of Blood, above the exit from the Paths of Shadow. Once you have this item you'll be able to access two Dark-Souls in the Temple of

Blood, one Dark-Soul in the Bayou Paradise (beneath one of the crypts in the churchyard), another Dark-Soul in the Temple of Fire, and lastly one more just inside the Temple of Prophecy.

What on Earth would you want to go through this much trouble for? Well, should you find the Calabash and find every last stinkin' Dark-Soul, you'll be able to reach Shadow Level 10, which, in turn, will allow you to open the Level 10 Coffin Gate atop the Bloodfall at the beginning of the Marrow Gates. PC and PlayStation users will find the Book of Shadows! N64 users will find a second Violator for twin-shootin' action! These things are purely optional, but you couldn't really call yourself the Lord of Deadside if you didn't have these items, now could you?

IN THIS SECTION, YOU SHOULD HAVE:

- Obtained 5 Accumulators (3 in Prison, 1 London Underground, 1 New York)
- Went to Playrooms,
- Used Accumulators to release Violator
- Obtained Calabash, Then located remaining five Dark-Souls:
- Two in the Temple of Blood (Nager)
 - One in the Bayou Paradis,
 - beneath crypt in churchyard
 - One at top of steps in Temple of Fire (Toucher)
 - One right inside the door of Temple of Prophecy (Marcher)
- Obtained Book of Shadows (or second Violator) behind Level 10 Coffin Gate

Shadow Level 10, Total Dark Souls = 120